

SPECTRUS KILL TEAM
[LEGENDS]

Infiltrators Kill Team Scouts 6"

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

90–180 PTS
Base —



1

KOMMANDO

Spectrus Doctrines

At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

2

BEWEGUNG

3

BESCHUSS

Accelerator autocannon

HEAVY

R	A	BS	S	AP	D
48"	3	4+	8	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Bolt carbine

PRECISION

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bolt pistol

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bolt sniper rifle

HEAVY

PRECISION

R	A	BS	S	AP	D
36"	1	3+	5	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Las fusil

HEAVY

R	A	BS	S	AP	D
36"	1	3+	9	-3	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Marksman bolt carbine

HEAVY

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Occulus bolt carbine

ASSAULT

IGNORES COVER

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Special-issue bolt pistol

PISTOL

PRECISION

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

4

ANGRIFF

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Combat knife

PRECISION

R	A	WS	S	AP	D
Melee	4	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Paired combat blades

SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

VERTEIDIGUNG

Helix Gauntlet

Models in the bearer's unit have the Feel No Pain 6+ ability.

IMMER / EINMALIG

Attached Unit

If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.

Infiltrator Comms Array

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump pack

The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym...

Kill Team Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the...

Scouts 6" This ability always takes the form Scouts X".

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ jump pack oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ combat knife oder Kill Team Infiltrator w/ Bolt sniper rifle

Ausrüstung: Accelerator autocannon, Bolt carbine, Bolt pistol, Bolt sniper rifle, Las fusil, Marksman bolt carbine, Occulus bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

▪ Each Kill Team Infiltrator can be equipped with one of: Helix Gauntlet, Infiltrator Comms Array.

▪ Each Kill Team Infiltrator w/ combat knife can replace its Combat knife with Bolt carbine & CCW.

▪ Each Kill Team Infiltrator w/ Bolt sniper rifle can replace its Bolt sniper rifle with Las fusil or Bolt carbine.

Transport

This unit cannot embark within an IMPERIAL RHINO.